DOOM GAMES II

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Introduction

Doom Games II is a collection of games for use with the Tunnels of Doom module, by Texas Instruments Inc. When TI created the TOD module in 1982, they promised to release additional games for it. This promise was for the most part unrealized until John Behnke, in 1985, working alone and with no information from TI, first decoded the TOD game byte by byte, and then created his phenomenally successful *TOD Editor* (manufactured by *Asgard Software*). For the first time anyone could create adventures for the TOD cartridge. This menu driven utility has unlocked a world of 3D graphics, monsters, magic and quests. This collection, like the ones before it, is the fruit of his labors.

These games were created by users of the TOD module with *TOD Editor*, for game players everywhere. We have culled these adventures from among the many submitted by *TOD Editor* users as the best, most expressive and most original new games for this module. We hope you'll agree.

Loading Instructions

Four different games are provided on each volume of this series.

Disk Users: The filenames and a short description of each game are provided on an enclosed quick-reference sheet. To load the games, follow the instructions provided in the manual accompanying the Tunnels of Doom module regarding loading from disk.

Cassette Users: The sheet provided with disk copies is also included, simply as a list of the games (since filenames aren't applicable with cassettes). Each game on the list is stored in that order on the cassette. At the end of the first game is

the second, and so on. Each game must be loaded individually. As above, follow the instructions in the Tunnels of Doom module manual regarding loading from cassette.

After a game is loaded, consult the Tunnels of Doom manual for information about playing the games, if necessary.

Miscellaneous Information

In addition to the *Doom Games* collections of games for the Tunnels of Doom module, Asgard Software offers the following programs that may be of interest to adventure enthusiasts:

The Volcano Fortress- A collection of 5 games for the Tunnels of Doom module on disk only.

TOD Editor- A program that allows you to create games for the Tunnels of Doom module. Includes 2 sample games. Requires disk system, 32K.

Legends- An animated graphics adventure set on a large island. You must explore 6 separate dungeons, fight monsters, explore ruins, a subway station and Sadie's Diner in order to solve this game. Fight "Death Tuxmps" and Dragons with spells, weapons and magic items. Every reviewing publication has called it the best graphics adventure for the TI 99/4A. For up to 4 players. Requires disk system, 32K.

Legends II:The Sequel- A fascinating sequel to the very popular *Legends described above*. This game is for characters of levels 16-30, and features even more monsters, magic and treasure, as well as new places to explore. Disk and 32K required.

Old Dark Caves: The Lower Caverns- A single player animated graphics adventure set in a 50 floor dungeons. Using spells, weapons and good sense you must explore, and survive the really nasty monsters that inhabit this place. Compatible with *Legends* characters. Requires 32K and disk.

The Adventure Guide- This extensive book lists the more than 300 adventures available for the TI 99/4A divides them by subject matter and type compares and rates them, as well as reviews the most important. Also provides sources of the more than 150 public domain adventures on disk and cassette. A great companion for the serious adventure player! Requires the ability to read the manual

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